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CAPCOM®

PREMIER
WORLD-WIDE
ARCADE GAME
DESIGNER

Nintendo ENTERTAINMENT SYSTEM™

Printed in Japan
Stampato in Giappone

NES-SZ-UKV

SECTION Z™

LIBRETTO D'ISTRUZIONI

CAPCOM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System™.

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continuous game playing. This will extend the performance of your GAME PAK.**

NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

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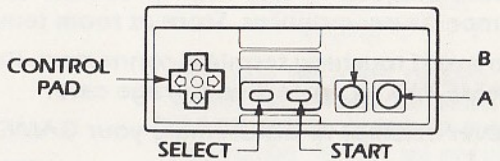
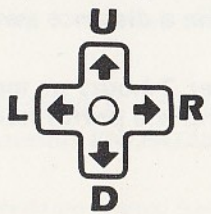
Controller *1 — Maneuvering Controller No. 1 moves you in this one (1) player game.

Control Pad
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you in that direction.

◄ moves left.
► moves right.
▲ moves up.
▼ moves down.



HOW TO PLAY

Press START Button:

— To begin game play.

— To pause or stop action while playing game.

Press SELECT Button:

— To continue game (where you left off).

— To retry from very beginning of game.

Note: Follow instructions on screen. After selecting "continue" or "retry", push START Button to proceed.

Push **Button A** — to shoot to the right.
Push **Button B** — to shoot to the left.
Push **Button A & B** (simultaneously) — you increase your firepower by adding a missile to your arsenal. Once you have gained possession of the missle, push Button A to fire to the right, and push Button B to fire to the left.

The addition of the missile equals four (4) shots.

GAME DESCRIPTION

It is now the 21st Century. High frequency radio and television communications between **Planet Earth** and the space-exploring Saturn Space Station blast warnings of approching invaders, then abruptly cease.

You shed your earthly identity to become the one remaining astronaut in space. **You** unite with freedom-fighter **Captain Commando** to enter the outer regions of space. Concealed in a special solar-energized, jet-propelled supersonic spacesuit, and armed with multi-directional weaponry, you depart **Earth**'s surface on a death-defying mission.

You and **Captain Commando** must maneuver safely through four (4) levels of adventurous battle scenes, penetrating the defenses established by the **Space Soldiers of Balangool**. You are challenged as you fight through Sections A to **SECTION Z** — where "**L-Brain**," **Balangool's Master Control**, programs domination of the universe.

Your goal: penetrate **SECTION Z™**, destroy **L-Brain Master Control**, defeat the evil **Space Soldiers of Balangool**, and save **Planet Earth**.

HOW TO PLAY

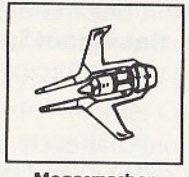
L-Brain, Master Control of Balangool, secured in **SECTION Z** of **Fortress Balangool**, headquarters of this brutal enemy force, transmits communiques throughout the universe. **Balangool Space Soldiers** receive instructions from **L-Brain** while engaged in interplanetary invasions. Their goal is to conquer the universe.

Balangool Captains are stationed at each stage, guarding giant super-powered transmitters. Strong, red barriers surround two transmitters found at Stage One. To clear these red barriers you must destroy the Enemy Generator supplying power to the barriers. Should you successfully eliminate the generator, proceed to eradicate the Balangool Captain. For only then can you proceed to another Stage.

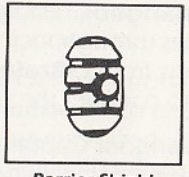
As you progress, increase your supply of weapons and energy. Without them, you cannot reach **SECTION Z** to bring **L-Brain Master Control** to extinction, heroically saving **Planet Earth**.

HOW TO POWER-UP

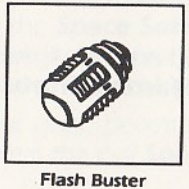
Metal Eater
Composed of many varying parts. Destroy Metal Eater and when you kill it, you can choose one of the next three:



Megasmasher
Penetrates enemies.

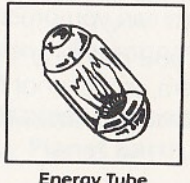


Barrier Shield
Allows you to receive 32 enemy shots without damage.



Flash Buster
3-way laser beam.

Speed-up Tube
Gives you additional speed.



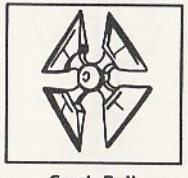
Energy Tube
Supplies extra energy.

HINTS ON GAME PLAY

Special Transmission Shell:

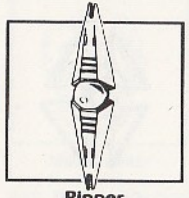
Megamissile
Produces extensive damage to your enemies.

Flash Bomb
Damages all enemies on the screen.

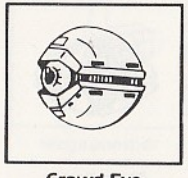


Crush Ball
Maneuvers around the player for 6 seconds, then proceeds to crush the enemies.

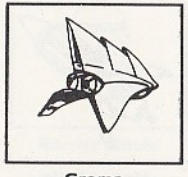
ENEMY CHARACTERS/GAME COMPONENTS



Ripper
Appears in some of the important sections. When Ripper is hit, it explodes and bounces, releasing an energy tube.



Crowd Eye
8 of them appear at the same time. They stay in the air and check invaders. They release energy tubes when you destroy them.



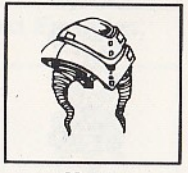
Groma
They appear in a formation and dive.

Kroga
It flies rapidly and attacks you.

Spratter
It appears slowly and spreads bullets.

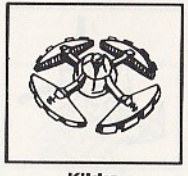
Gush
It sticks on the wall or ceiling and releases deadly spikes.

ENEMY CHARACTERS/GAME COMPONENTS

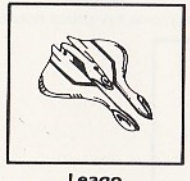


Mansa
Armored chaser.

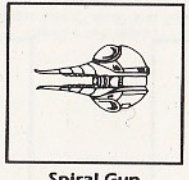
Leeva
It dives at invaders.



Klkka
It appears rapidly and shoots in 16 directions.



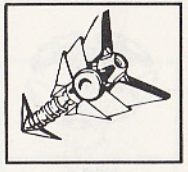
Leago
It flies in waves and attacks invaders.



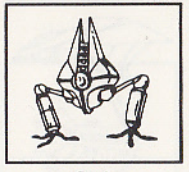
Spiral Gun
When it senses invaders, it points the muzzle at them and shoots energy bullets.

Vito
It jumps around and shoots energy bullets.

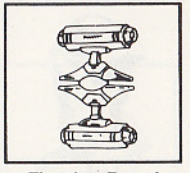
ENEMY CHARACTERS/GAME COMPONENTS



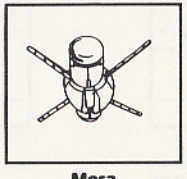
Missiledrone
Difficult to destroy launched missile. You must first wipe out the drone before it's missile can be launched.



Crab
It runs over the walla nd shoots energy bullets. You need to shoot it many times to destroy it.



Floating Batari
It attacks with laser beam.

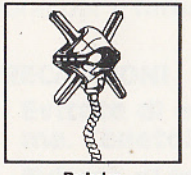


Mesa
It flies from one side of the screen to another.

Clone Soldier
Clones of aliens.
They attack with laser guns.

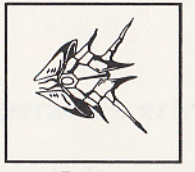
ENEMY CHARACTERS/GAME COMPONENTS

Boss Enemies:



Balaba
It shoots bullets in 4 directions.

Galga
It splits into 8 pieces and gives rolling warp attacks.



Zamuza
It has tremendous fire power. Destroy it when it opens.

PRECAUZIONI

Leggete attentamente questo libretto di istruzioni per assicurarvi del corretto trattamento del nuovo gioco e tenetelo per consultazione per il futuro.

PRECAUZIONI

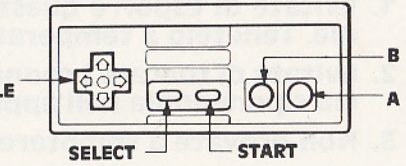
1. **Evitate di esporre questo gioco a temperature estreme. Tenetelo a temperatura ambiente.**
2. **Evitate di toccare i connettori. Tenete pulita la cartuccia riponendola nell'apposita scatola.**
3. **Non provate a smontare la cartuccia.**
4. **L'uso di solventi, benzina, alcool e simili prodotti pulenti può danneggiare la cartuccia.**
5. **Per un migliore risultato, giocate ad una certa distanza dalla TV.**
6. **Fate una pausa di 10-20 minuti ogni 2 ore di gioco continuato. Ciò permette una migliore resa della cartuccia.**

NOMI DEI COMANDI SULLA PULSANTIERA E ISTRUZIONI PER L'USO

NOMI DEI COMANDI SULLA PULSANTIERA E ISTRUZIONI PER L'USO

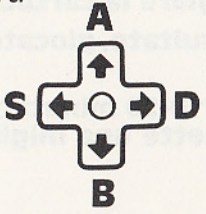
Pulsantiera *1 - Vi muove in questo gioco ad un giocatore.

Pulsante Direzionale
Ogni parte ha impressa una lettera che mostra la direzione del movimento:



Quattro diversi movimenti
Premendo una delle 4 parti si determina la direzione del movimento:

◄ muove a sinistra
► muove a destra
▲ muove verso l'alto
▼ muove verso il basso



COME SI GIOCA

Premete il Pulsante START:
— per iniziare il gioco
— per fare una pausa durante il gioco

Premete il pulsante SELECT:
— per continuare il gioco da dove l'avete lasciato
— per riprovare dall'inizio del gioco

Nota: seguite le istruzioni sullo schermo. Dopo aver selezionato "continue" o "retry", premete il Pulsante START per procedere.

Premete il **Pulsante A** - per sparare a destra
Premete il **Pulsante B** - per sparare a sinistra
Premete i **Pulsanti A e B** (simultaneamente) - aumentate il vostro potere di fuoco aggiungendo un missile al vostro arsenale.
Una volta che avete ottenuto il missile, premete il Pulsante A per sparare a destra e il Pulsante B per sparare a sinistra.

L'addizione di un missile equivale a quattro (4) colpi.

DESCRIZIONE DEL GIOCO

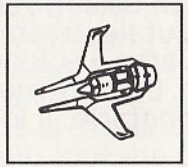
È il 21mo secolo. Le comunicazioni radio e TV ad alta frequenza tra il pianeta Terra e la Stazione Spaziale di esplorazione Saturno vociferano di minacce di invasione, quindi cessano improvvisamente. Voi perdete la vostra identità terrestre per diventare l'unico astronauta rimasto nello spazio. Vi unite al caccia Captain Commando per entrare nelle regioni più lontane dello spazio. Nascosto in una tuta speciale ad energia solare e propulsione supersonica, e armato di armi multidirezionali, lasciate la Terra per una missione mortale.
Voi e Captain Commando dovete combattere attraverso 4 livelli avventurosi e penetrare all'interno delle difese dei Soldati Spaziali di Balangool. Sarete sfidati continuamente durante il vostro viaggio dalla Sezione A alla Sezione Z, dove "L-Brain", il Centro di Controllo di Balangool, programma la dominazione dell'universo. Il vostro obiettivo: penetrare nella Sezione Z, distruggere L-Brain, sconfiggere i Soldati Spaziali di Balangool e salvare il pianeta Terra.

COME SI GIOCA

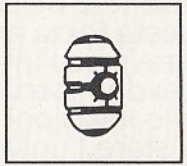
L-Brain, il Centro di Controllo di Balangool, al sicuro nella Sezione Z della Fortezza Balangool, quartier generale di questa forza nemica brutale, trasmette le comunicazioni attraverso l'intero universo. I Soldati Spaziali di Balangool ricevono istruzioni da L-Brain mentre sono impegnati nelle invasioni interplanetarie. Il loro obiettivo è di conquistare l'universo.
I Capitani di Balangool sono in ogni stadio a guardia di trasmettitori giganti. Forti e rosse barriere circondano due trasmettitori nello Stadio 1. Per eliminare queste barriere dovete distruggere il generatore nemico che fornisce loro l'energia. Se doveste riuscirci, procedete alla eliminazione del Capitano, perché solo allora potrete avanzare ad un altro stadio. Mentre avanzate, aumentate le vostre riserve di energia e di armi. Senza di essi infatti non potrete raggiungere la Sezione Z e distruggere L-Brain salvando così eroicamente la Terra.

MAGGIORAZIONI DI POTERE

Metal Eater
Composto di molte e varie parti. Distruggetelo e quando lo avrete ucciso potrete scegliere uno dei prossimi tre:



Megasmasher
Penetra nel nemico



Barrier Shield
Vi permette di ricevere 32 colpi nemici senza subire danni.

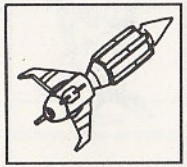
Flash Buster
Fascio laser a 3 direzioni.

Speed-up Tube
Vi fornisce velocità maggiore

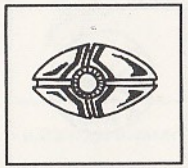
Energy Tube
Aggiunta di extra energia.

CONSIGLI DI GIOCO

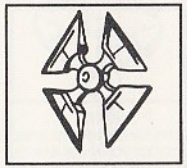
Oggetti speciali:



Megamissile
Produce un danno esteso ai nemici.

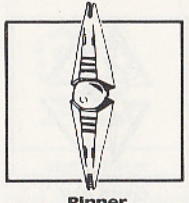


Flash Bomb
Danneggia tutti i nemici sullo schermo.

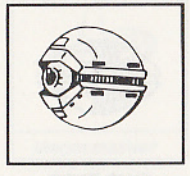


Crush Ball
Si muove intorno al giocatore per qualche secondo, quindi procede all'eliminazione dei nemici.

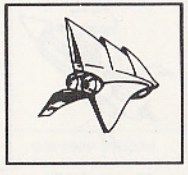
NEMICI/COMPONENTI DEL GIOCO



Ripper
Appare in alcune delle sezioni importanti. Quando viene colpito, esplode e emette un Energy Tube.



Crowd Eye
Ne appariranno 8 insieme. Stanno nell'aria e controllano gli invasori. Se li distruggete emettono degli Energy Tube.



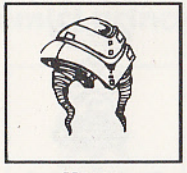
Groma
Appaiono in formazione e si lanciano in picchiata.

Kroga
Vola veloce e vi attacca.

Spratter
Appare lentamente e emette proiettili.

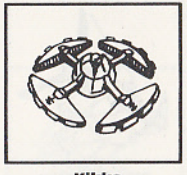
Gush
Si attacca ai muri e ai soffitti e lancia aculei.

NEMICI/COMPONENTI DEL GIOCO



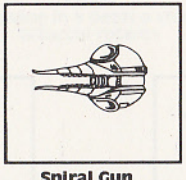
Mansa
Inseguitore armato.

Leeva
Si tuffa sugli invasori.



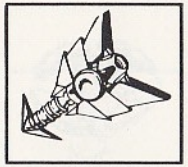
Kikka
Appare improvvisamente e spara in 16 direzioni.

Leago
Vola con moto ondulatorio e attacca gli invasori.

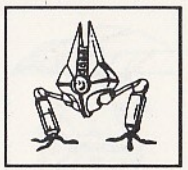


Spiral Gun
Quando percepisce gli invasori, mira verso di loro sparando proiettili energetici.

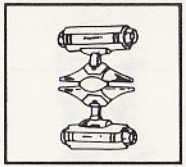
Vito
Salta qua e là e spara proiettili energetici.



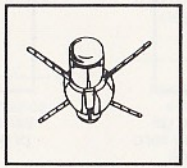
Missiledrone
È un missile da lancio difficile da distruggere. Dovete per prima cosa eliminare il corpo centrale in modo da evitare che il missile possa essere lanciato.



Crab
Spara proiettili energetici. Dovete colpirlo molte volte per distruggerlo.



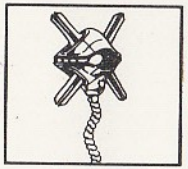
Floating Batari
Attacca con un raggio laser.



Mesa
Vola da una parte all'altra dello schermo.

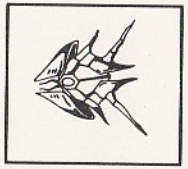
Clone Soldier
Attaccano con fucili laser.

Nemici principali:



Balaba
Spara proiettili in 4 direzioni.

Galga
Si divide in 8 pezzi e sferra attacchi rotanti.



Zamuza
Ha un tremendo potere di fuoco. Distruggetelo quando si apre.

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